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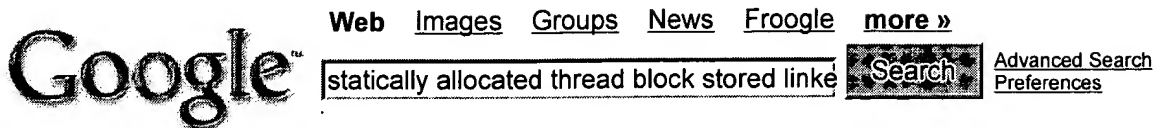
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<input type="checkbox"/>	L21	l2 and l17	0
<input type="checkbox"/>	L20	709/201.ccls.	1074
<input type="checkbox"/>	L19	L17 and simulat\$6	5
<input type="checkbox"/>	L18	L17 and l1	13
<input type="checkbox"/>	L17	L16 and l13	46
<input type="checkbox"/>	L16	dynamic\$6 near5 thread	395
<input type="checkbox"/>	L15	static\$6 near3 thread	174
<input type="checkbox"/>	L14	simulat\$6 same dynamic\$ near5 thread same static\$6 near3 thread	0
<input type="checkbox"/>	L13	static\$6 near5 thread	319
<input type="checkbox"/>	L12	static\$6 allocated near5 thread	0
<input type="checkbox"/>	L11	static\$6allocated near5 thread	0
<input type="checkbox"/>	L10	thread block same (stor\$6 or maintain\$6) same linked list	3
<input type="checkbox"/>	L9	static\$6allocated thread	0
<input type="checkbox"/>	L8	simulat\$4 same static\$6allocated thread	0
<input type="checkbox"/>	L7	simulat\$4 same static\$6-allocated thread	0
<input type="checkbox"/>	L6	simulat\$4 same static\$6 ad3 allocated thread	0
<input type="checkbox"/>	L5	simulat\$4 same static\$6 ad3 allocated thread and dynamic\$6 adj3 allocated thread	0
<input type="checkbox"/>	L4	simulat\$4 near5 static\$6 allocated thread and dynamic\$6 allocated thread	0
<input type="checkbox"/>	L3	simulat\$4 near5 static\$6 allocated thread same dynamic\$6 allocated thread	0
<input type="checkbox"/>	L2	709/226.ccls.	910
<input type="checkbox"/>	L1	718/\$.ccls.	3059

END OF SEARCH HISTORY



Web Results 1 - 10 of about **6,540** for **statically allocated thread block stored linked list**. (0.24 seconds)

[PDF] 7. Threads Thread1 Thread2 Thread3

File Format: PDF/Adobe Acrobat - [View as HTML](#)

... In particular, there will be three **statically-allocated threads** that are each allowed to execute 10 ms in a round ... The **Thread Control Block** (TCB) will ...

www.ece.utexas.edu/~valvano/EE360P/PDF/Ch7.pdf - [Similar pages](#)

[PDF] Lab 18 Real Time Preemptive Multi-Treaded Operating System

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... be placed into the tcb of each **thread** (eg, register ... The space for the tcb's is **allocated statically** and never ... You must be careful to **block** and wakeup the ...

www.ece.utexas.edu/~valvano/manual/Lab18.pdf - [Similar pages](#)

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[PDF] Thread Migration in the Presence of Pointers

File Format: PDF/Adobe Acrobat - [View as HTML](#)

... The table itself (depicted in Figure) is **statically allocated** at the ... registering and (b) releasing pointers Finally the **thread control block** (tcb) of ...

techreports.larc.nasa.gov/icase/1996/icase-1996-73.pdf - [Similar pages](#)

MPI Opaque Objects

... which will need to be **statically** calculable; the ... Elements are **allocated** from these arrays by using a ... global **linked list**, a special **thread** lock, `allocation_lock` ...

www-unix.mcs.anl.gov/mpi/mpich/adi3/mpich2/node15.htm - 24k - [Cached](#) - [Similar pages](#)

ICS 141 Fall 2003, Final Exam Study Guide

... a **thread**-safe Queue class to **block** until there ... site (java.sun.com) has a **thread** tutorial, though ... language whose local variables are **allocated statically** (ie at ...

www.ics.uci.edu/~thornton/ics141/FinalStudyGuide.html - 21k - [Cached](#) - [Similar pages](#)

Phase I Specifications

... can be used, based on a **statically allocated** array in ... and data pages to newly **allocated** user pages ... application which represents the main **thread** of execution of ...

www.cs.tufts.edu/comp/111/phase2/specs.html - 20k - [Cached](#) - [Similar pages](#)

United States Patent Application: 0040167947

... no longer consider "reachable." **Statically allocated** objects represented by ... and collector in concurrent execution **threads**. ... faster; newly **allocated** objects tend ...

appft1.uspto.gov/.../RS=AN/ - 101k - [Cached](#) - [Similar pages](#)

BottomHalves - DebianWiki

... Defined in `<kernel/softirq.c>` & `<linux/interrupt.h>`; Max 32; **Statically allocated**; ... The **threads** are each named `ksoftirqd/n` where `n` is the processor ... **statically** */: ...

wiki.debian.org.tw/index.php/BottomHalves - 28k - [Cached](#) - [Similar pages](#)

[PS] Venus Data Structures Lily Mummert v1.0 5/21/97

File Format: Adobe PostScript - [View as Text](#)

... VSG's ffl Hoard database ffl Users ffl **Threads** ffl Local ... ffl **statically** bound to fsobj ffl container o/les used ... ffl range pre-**allocated** o/ds ffl version vector ...

www.coda.cs.cmu.edu/doc/ps/venus-ds.ps.gz - [Similar pages](#)

Digital works - TechPage

... on chip in the CPU may be setup **statically**, no page ... when some task writes outside of its **allocated** memory. ... is checked in the context of the **thread** that mallocs ...

www.digitalworks.iwarp.com/lattur.htm - 101k - [Cached](#) - [Similar pages](#)

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Static and dynamic partitioning of pointers as links and threads

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↑ ABSTRACT

Identifying some pointers as invisible threads, for the purposes of storage management, is a generalization from several widely used programming conventions, like threaded trees. The necessary invariant is that nodes that are accessible (without threads) emit threads only to other accessible nodes. Dynamic tagging or static typing of threads ameliorates storage recycling both in functional and imperative languages. We have seen the distinction between threads and links sharpen both hardware- and software-supported storage management in SCHEME, and also in C. Certainly, therefore, implementations of languages that already have abstract management and concrete typing, should detect and use this as a new static type.

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Note: OCR errors may be found in this Reference List extracted from the full text article. ACM has opted to expose the complete List rather than only correct and linked references.

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David J. Roth , David S. Wise, One-bit counts between unique and sticky, ACM SIGPLAN Notices, v.34 n.3, p.49-56, March 1999

↑ INDEX TERMS

Primary Classification:

D. Software

↳ **D.3 PROGRAMMING LANGUAGES**

↳ **D.3.3 Language Constructs and Features**

↳ **Subjects:** Data types and structures

Additional Classification:

B. Hardware

↳ **B.3 MEMORY STRUCTURES**

↳ **B.3.2 Design Styles**

↳ **Subjects:** Primary memory

D. Software

↳ **D.3 PROGRAMMING LANGUAGES**

↳ **D.3.3 Language Constructs and Features**

↳ **Subjects:** Abstract data types; Dynamic storage management

E. Data

↳ **E.2 DATA STORAGE REPRESENTATIONS**

↳ **Subjects:** [Linked representations](#)

General Terms:

[Languages](#)

Keywords:

[garbage collection](#), [reference counting](#), [storage management](#), [tags](#)

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↑ INDEX TERMS

Primary Classification:

F. Theory of Computation

↳ F.1 COMPUTATION BY ABSTRACT DEVICES

↳ F.1.2 Modes of Computation

↳ **Subjects:** Parallelism and concurrency

Additional Classification:

I. Computing Methodologies

↳ I.6 SIMULATION AND MODELING

↳ I.6.8 Types of Simulation

↳ **Subjects:** Distributed; Parallel; Discrete event

General Terms:

Algorithms, Design, Measurement, Performance, Theory

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[Runtime Mechanisms for Efficient Dynamic Multithreading - Karamcheti, Plevyak, Chien \(1996\) \(Correct\) \(7 citations\)](#)

caller's stack, lazily creating a different heap-**allocated thread** only if it suspends or need be machines for programming models with dynamic **thread** creation and multithreading requires efficient
www-csag.ucsd.edu/papers/csag/external/rtpref.ps

[A C Thread Library for Multiprocessors - Schwan, Forbes, Gheith.. \(1991\) \(Correct\) \(6 citations\)](#)
 and the location of the memory **dynamically allocated** to the **thread**. Toward this end and to allow
 1 A C **Thread** Library for Multiprocessors Karsten Schwan,
ftp.cc.gatech.edu/pub/coc/tech_reports/91/GIT-CC-91-02.ps.Z

[Kernel-Level Threads for Dynamic, Hard Real-Time Environments - Marty Humphrey \(1995\) \(Correct\) \(3 citations\)](#)

scheme, in which objects are not actually **allocated** until after a page fault occurs. This memory
 Kernel-Level **Threads** for Dynamic, Hard Real-Time Environments Marty
counter.cs.umd.edu/~rich/courses/cmssc818G-s98/papers/spring_kernel.ps

[C Threads - Coopers, Draves \(1990\) \(Correct\)](#)

and mutex_free(provide dynamic storage **allocation** and deallocation. The functions mutex_init(
 C **Threads** Eric C. Cooper Richard P. Draves Department of
ftp.cs.cuhk.hk/pub/mach3/doc/techreports/threads.ps

[Software-Directed Register Deallocation for.. - Lo, Parekh, Eggers, .. \(Correct\) \(4 citations\)](#)

at knowing when a new physical register must be **allocated**, they have limited knowledge of when physical
 require large register files to hold multiple **thread** contexts that can issue instructions out of order
www-cse.ucsd.edu/users/tullsen/TPDS99.ps

[A Copying Collector for C++ - Edelson \(1991\) \(Correct\) \(1 citation\)](#)

is not responsible for freeing **dynamically allocated** storage. Many reclamation schemes improve
 In the linked-list implementation, the list is **threaded** in the runtime stack, or in global data for
allocated. A global or static object can be **simulated** using a global root that always references the
ftp.edelsonassoc.com/pub/ede_us91.ps.gz

[Beyond Multiprocessing - Multithreading the SunOS Kernel - Eykholt, Kleiman.. \(1992\) \(Correct\) \(78 citations\)](#)

of the process, which is also swappable, was **allocated** with the user structure in the user area,
 challenges: symmetric multiprocessing, multi-**threaded** applications, real-time, and multimedia, led to
sunsite.unc.edu/pub/sun-info/development-tools/multi-threaded/beyond_mp.ps

[Implementing a Parallel C++ Runtime System for.. - Bodin, Beckman.. \(1993\) \(Correct\) \(4 citations\)](#)

variables i.e.program static data or data **allocated** on the heap by the main control **thread**. Each
 addressing mechanism to support the name space. A **thread** system 1 This research is supported by ARPA
www.cs.uoregon.edu/research/paracomp/proj/tau/./papers/sc93.ps.gz

[Multi-threading and Remote Latency in Software DSMs - Thitikamol, Keleher \(1997\) \(Correct\) \(16 citations\)](#)

simplifies handling the scope of heap and stack-**allocated** data. This data is usually private to each
 Multi-**threading** and Remote Latency in Software DSMs
www.cs.umd.edu/~keleher/papers/dcs97.ps.gz

[Pickling threads state in the Java system - Bouchenak \(1999\) \(Correct\) \(14 citations\)](#)

J. Kim, H. Lee et S. Lee. Replicated Process **Allocation** for Load Distributed in Fault-Tolerant
 1 Pickling **threads** state in the Java system S. Bouchenak SIRAC

between machines. It also allows classes to be **dynamically** loaded and therefore to be moved between
sirac.imag.fr/PUB/99/99-ersads-sara-PUB.ps.gz

On Designing Lightweight Threads for Substrate Software - Haines (1997) (Correct) (6 citations)
minimal, consisting usually of an execution stack **allocated** in heap space and the set of CPU registers, and
On Designing Lightweight **Threads** for Substrate Software Matthew Haines
www.sois.alaska.edu/CSLG_index/usenix_tech.97/PROCEEDINGS/haines.ps

Dynamic Processor Allocation with the Solaris Operating System - Yue (1998) (Correct) (11 citations)
Dynamic Processor **Allocation** with the Solaris TM Operating System
processor resources to the applications' parallel **threads**. Coscheduling related parallel **threads**, or
ftp-mount.ee.umn.edu/pub/faculty/lilja/papers/lipc-on-solaris.ps

A Thread Taxonomy for MPI - Skjellum, Protopopov, Hebert (1996) (Correct) (6 citations)
etc. The MPICH implementation internally **allocates** such handles for every operation. These handles
A **Thread** Taxonomy for MPI Anthony Skjellum, Boris
www.cs.msstate.edu/~tony/documents/Message-Passing/ThreadTaxonomy.ps.Z

Real-Time Mach: Towards a Predictable Real-Time System - Tokuda, Nakajima, Rao (1990) (Correct) (165 citations)
of system and task interactions (e.g. memory **allocation**/deallocation, message communications, I/O
In this paper, we describe a real-time **thread** model, real-time synchronization, and the ITDS
mmmc.jaist.ac.jp:8000/publications/1990/PostScript/usenix90.ps.gz

Recycling in Gardens: Efficient Memory Management for a Parallel .. - Siu Yuen (Correct)
and Smalltalk, Mianjin supports **dynamically allocated** data structures, which requires automatic
segments. Tasks are created **dynamically**. A task's **thread** of control may terminate but objects in the
collection. Furthermore since tasks may be **dynamically** created, heap segments and tasks must also be
sky.fit.qut.edu.au/~proe/papers/PART98.ps.gz

Mach Threads and the Unix Kernel: The Battle for Control - Tevanian, Jr., Rashid.. (1987) (Correct) (34 citations)
facility. For example, in Dynix [4] users can **allocate** a number of processes equal to the number of
Mach **Threads** and the Unix Kernel: The Battle for Control
www.ee.umd.edu/courses/enee647/threads/published.threads87.ps

Matisse: A system-on-chip design methodology.. - Verkest, Jr.. (1999) (Correct) (5 citations)
algorithms that operate on large, **dynamically allocated**, stored data structures (e.g. linked lists,
their own local virtual memory space and default **thread** of control. They are only created at
by complex algorithms that operate on large, **dynamically allocated**, stored data structures (e.g. linked
imecgate.imec.be/vsdp/projects/matisse/.../ftp/pub/iwv98.ps.gz

Evolving Mach 3.0 to a Migrating Thread Model - Ford, Lepreau (1994) (Correct)
migrating RPC is made into the server, the kernel **allocates** an unoccupied activation from the server's
Evolving Mach 3.0 to a Migrating **Thread** Model Bryan Ford Jay Lepreau University of Utah
ftp.cs.utah.edu/pub/thread-migrate.ps.Z

A Fast Parallel Conservative Garbage Collector for Concurrent.. - Matsuoka, al. (1991) (Correct) (3 citations)
scheme that meet the demands of very fast **allocation** -up to one million objects per second. Our
for multitudes of different languages. Lightweight **thread** is one popular abstraction recently, more
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